US Player Aid: possible actions

Actions	Objectives	Where?	Prerequisites	Procedure
War of Ideas	Improve alignment or governance	Neutral Muslim or Ally	OP >= governance If RC: 5 troops > cells	Roll on WoI table **If success**: • If Neutral → Ally • If Ally → improve governance • If governance improves to good : remove RC, BR and Aid markers **If failure by 1 pip:** • Place Aid marker (max 1/country via WoI)
	• Improve GWOT • Improve prestige	Non-US non-Muslim	OP >= governance	Roll on posture table • If result = US posture : +1 prestige
Disrupt	• Remove cells • Remove cadre • Improve prestige	Non-Muslim (except Iran) or Ally or country with 2+ troops	OP >= governance • Affects 1 cell • Affects 2 cells if posture = hard • Affects 2 cells and +1 prestige if 2+ troops	• Activate cells • If already active, remove cells • If last cell removed : place cadre • If no cell, remove cadre
Alert	Block a plot	Country with a plot	3 OPs	Choose, look at and remove a plot • If WMD : remove marker from game • If plot : put back in available plots box
Reassessment	Change US posture	US	2x 3 OPs	Flip US posture marker in the opposite box
Deploy	Deploy troops on map	To Muslim Ally or troops track	OP >= governance of target country	Move as many troops as desired from one location to target Muslim Ally or troops track
Regime change	Overthrow Islamist-Ruled country	Islamist-Rules country	US Posture = hard and use 3 OPs card	1. Deploy 6+ troops 2. Activate all cells 3. Country becomes Ally 4. Roll governance 5. Put Regime Change marker (green side) 6. Roll prestige
Withdraw	Withdraw troops from Regime change country	Regime change country	US Posture = soft and use 3 OPs card	1. Withdraw as many troops as desired 2. Remove Aid 3. Place Besieged regime 4. Roll prestige
Reserve	Add OPs to the OPs of a card	Reserve track	---------------------------	Add reserved OPs to a card (to max 3 OPs) by emptying Reserve track, except for reassessment

Jihadist Player Aid: possible actions

Actions	Objectives	Where?	Prerequisites	Procedure
Minor Jihad	• Worsen governance (not to IR) • Remove Aid marker	Non-IR Muslim with cells (except Iran)	Each roll needs a cell	For each roll, 1 cell must be activated if it was not already • Roll <= governance **If success**: Worsen governance one level + remove 1 Aid **If failure**: Remove one cell (no cadre if last cell removed)
Major Jihad	• Establish IR	Non-IR Muslim with cells	5 cells > troops	1. Activate all cells 2. Proceed like Minor Jihad **If Failure : remove one cell / die** **If Failure w/ 3 dice**: shift 1 box toward Ally + place BR **If 2 successes** (or 1 success if BR in target country): 3. Governance from Poor to IR 4. Change Alignment to Adversary 5. Remove RC, BR, Aid markers 6. Add resources to Islamists 7. If troops present : prestige drops to 1
Recruit	Place cells on the map	Country with cells or cadre	Available cells on Funding track	• Roll <= #Rec (trumps governance) • Roll <= governance • RC (automatic) • IR (automatic) **If success** : Place sleeper cells and remove cadre
Travel	• Move cells on map • Flip cells to sleeper	Any country	------------------------	• Travel within same country (automatic) • Travel to adjacent country (automatic) • Roll <= governance of target country **If success** : Move cell and flip to sleeper **If failure** : Remove cell
Plot	• Increase Funding • Decrease prestige • Worsen governance • Remove Aid marker • Change posture • Win if WMD in US	Non-IR with cells	Each roll needs a cell	For each roll, 1 cell must be activated if it was not already ** First Plot of turn ignores US event : place card in 1st Plot box ** • Roll <= governance **If success** : place 1 Plot of value <= OPs (or WMD if available) face down in target country:
Reserve	Add OPs to the OPs of a card	Reserve track	---------------------------	Add reserved OPs to a card (to max 3 OPs) by emptying Reserve track